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Edil View Go Communicator

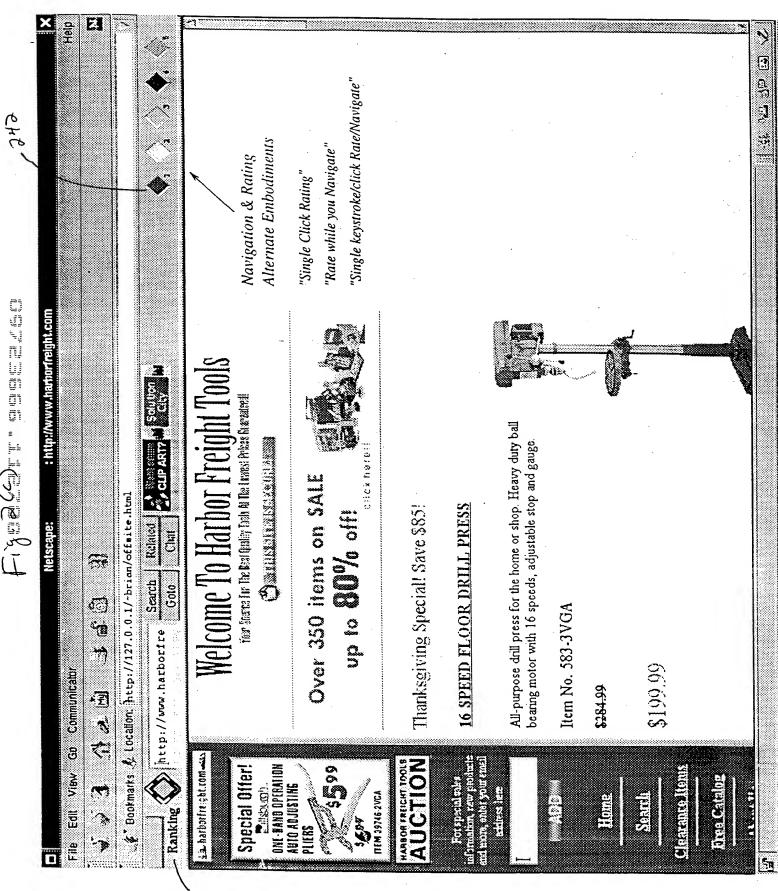
The code below will push an HTML page which will be displayed

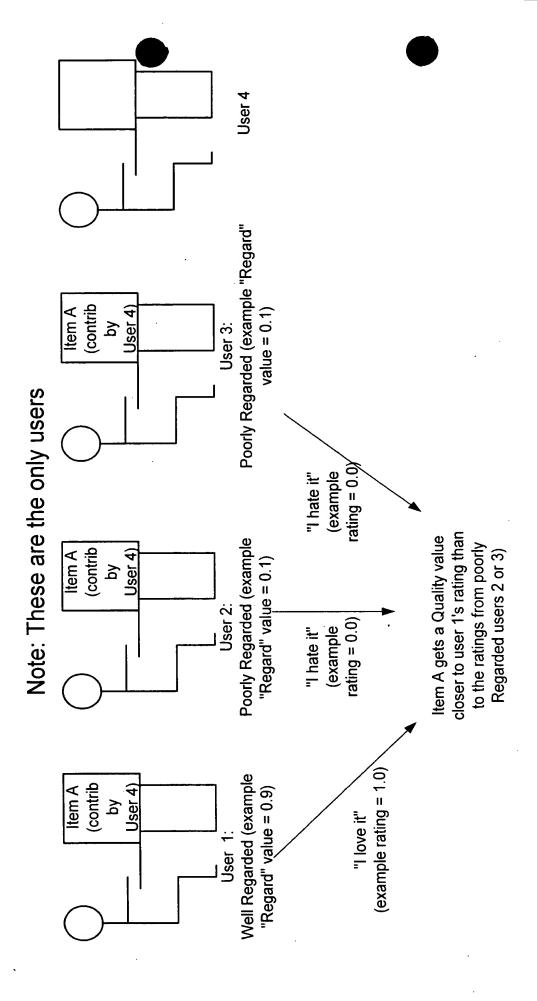
4 Fig. 2(4)

Navigation & Rating Alternate Embodiments

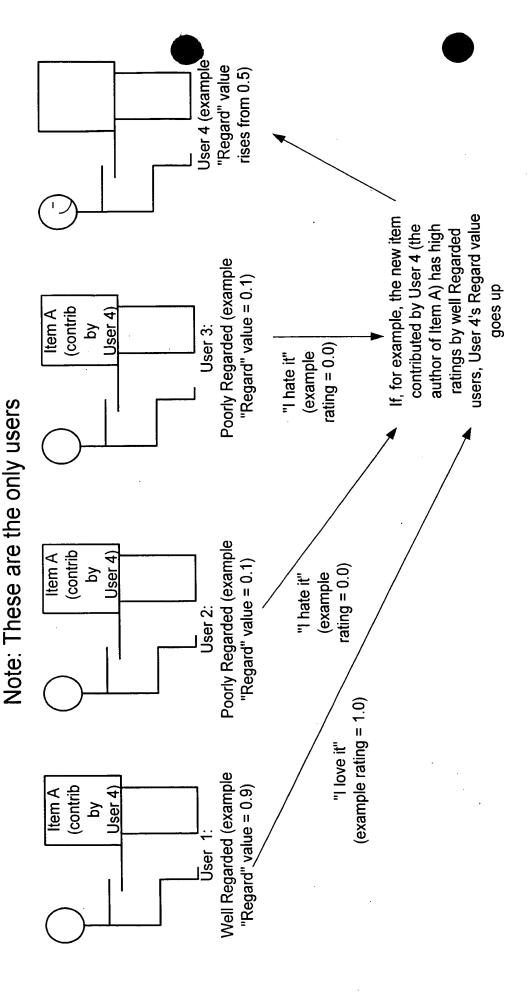
test

"Single Click Rating" -- One diamond highlighted per second, with box moving sequentially to the right and wrapping from 5 back to 1. Pattern repeats until any keystroke, mouse movement or click, or voice command selects currently highlighted rating and proceeds to nextitem, nextithread, out or elsewhere as appropriate. Rate while you Navigate" -- One diamond highlighted per second, with box moving sequentially to the right and wrapping from 5 back to 1. Pattern repeats until keystroke or mouse movement/click instructs interface to go to next item, next thread, or elsewhere thus selecting the currently highlighted rating.

keys 1,2,3,4 or 5 (either on number row, or from keypad) to both select rating for article and "Single keystroke/click Rate/Navigate" -- No highlighting of diamonds. User either clicks on the appropriate diamond, or presses one of to go to next article, next thread, out, or elsewhere as appropriate. 

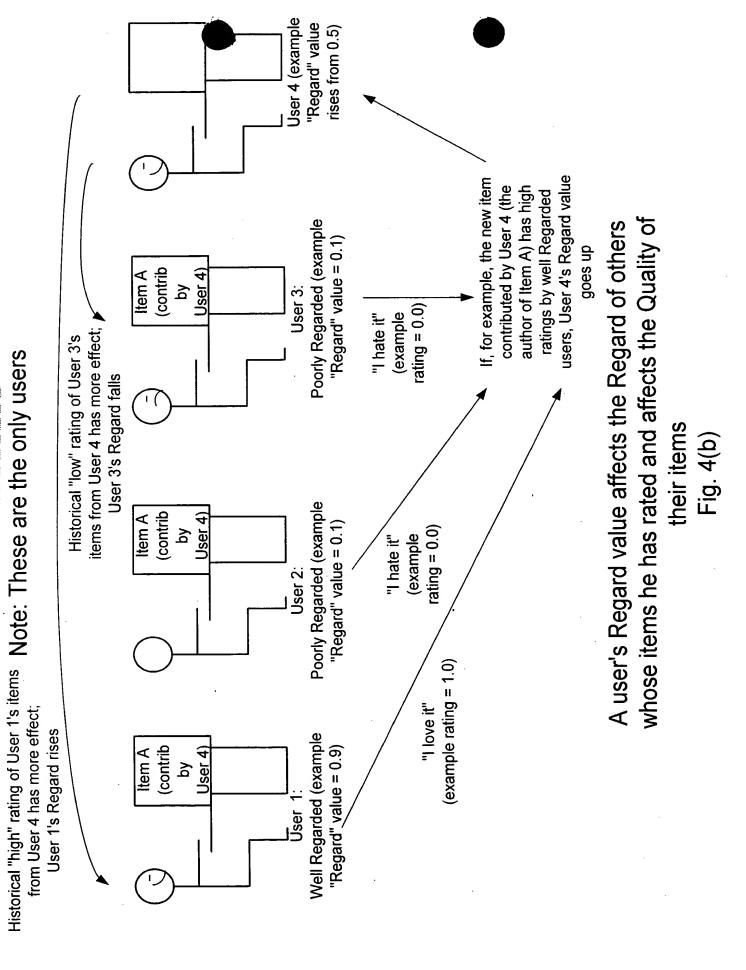


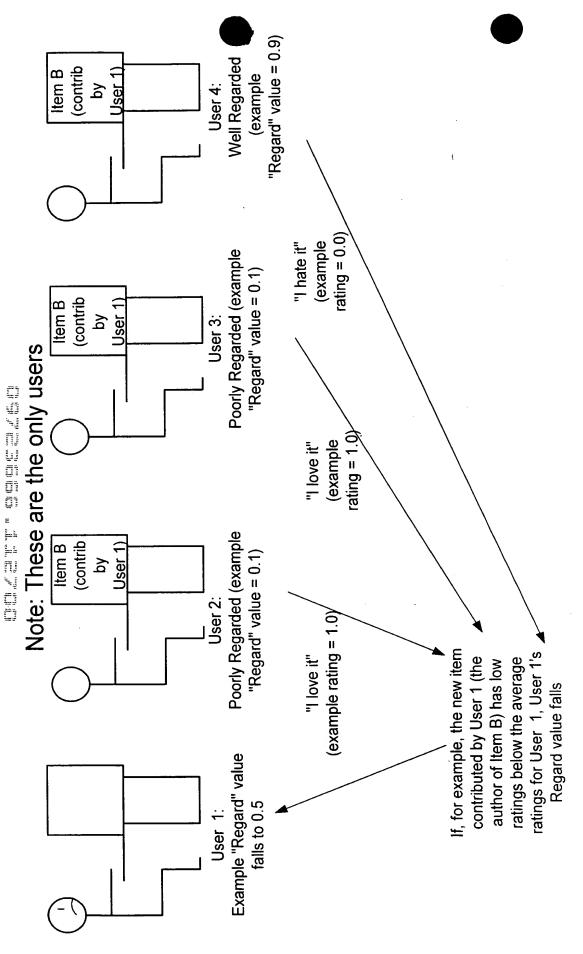
The ratings contributed by all users are not equally valued Fig. 3



rate the items the user contributes and by the Regard A user's Regard value is affected by how other users values of the users assigning the ratings

Fig. 4(a)

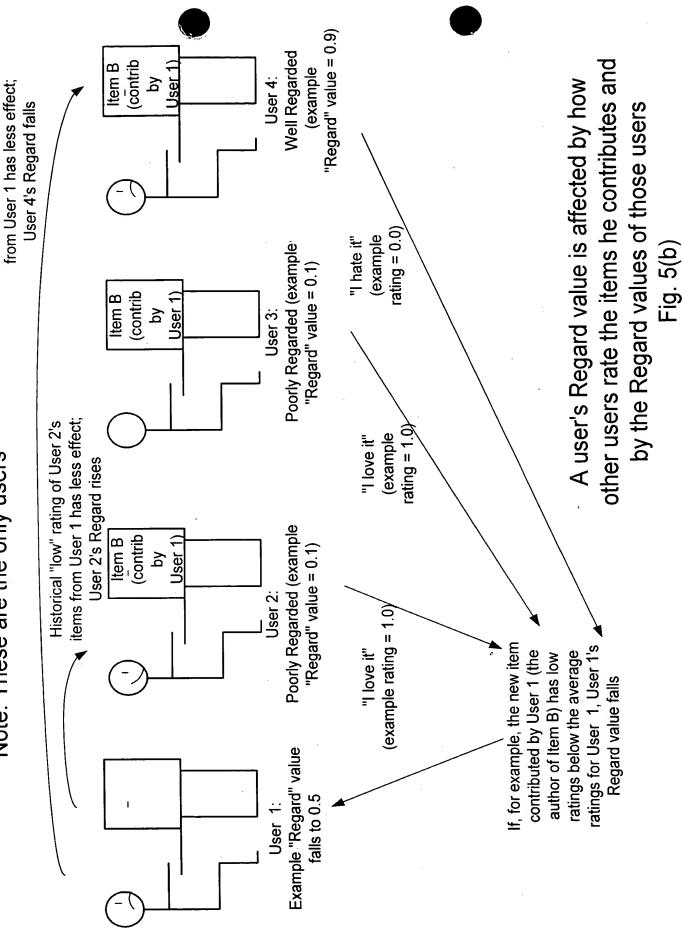


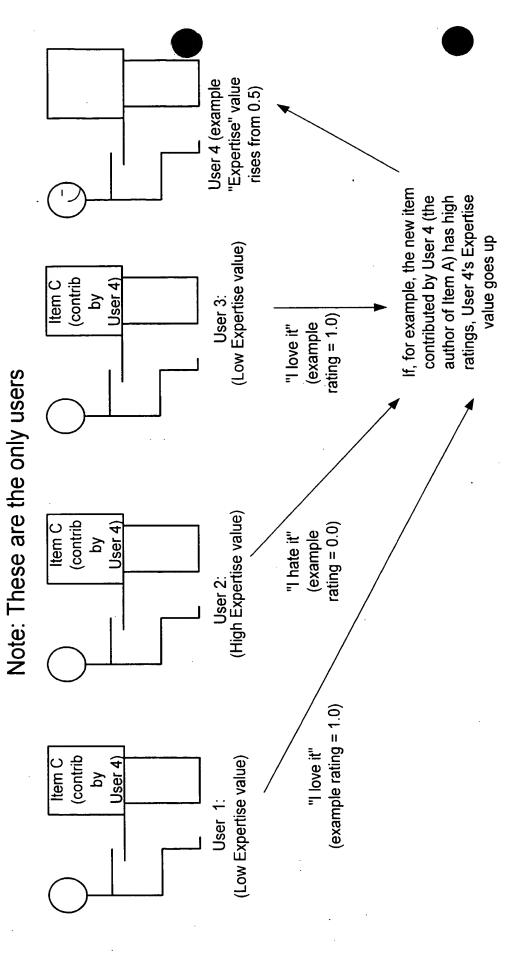


A user's Regard value is affected by how other users rate the items he contributes and by the Regard values of those users Fig. 5(a)

Historical "high" rating of User 4's items

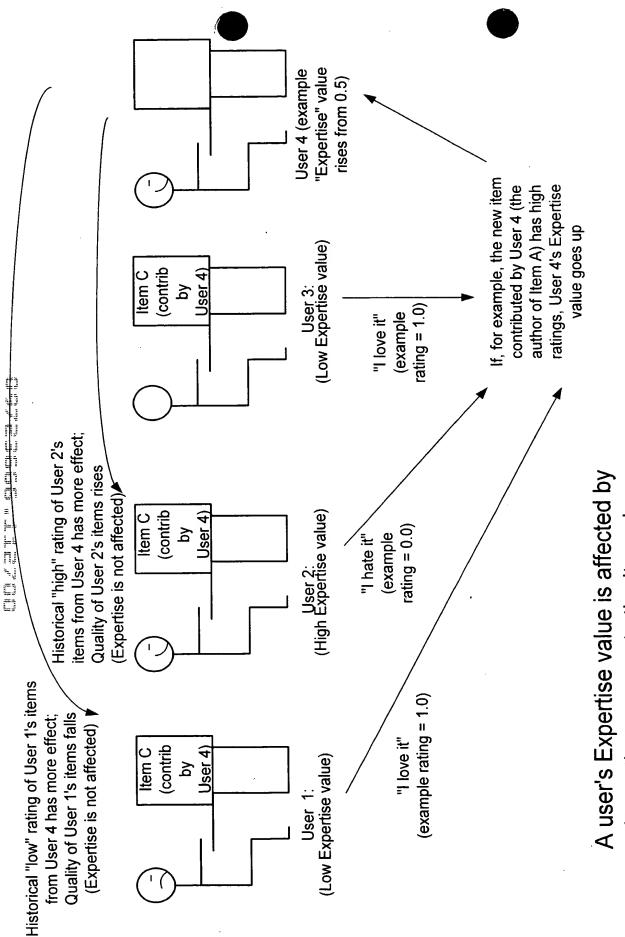
Note: These are the only users





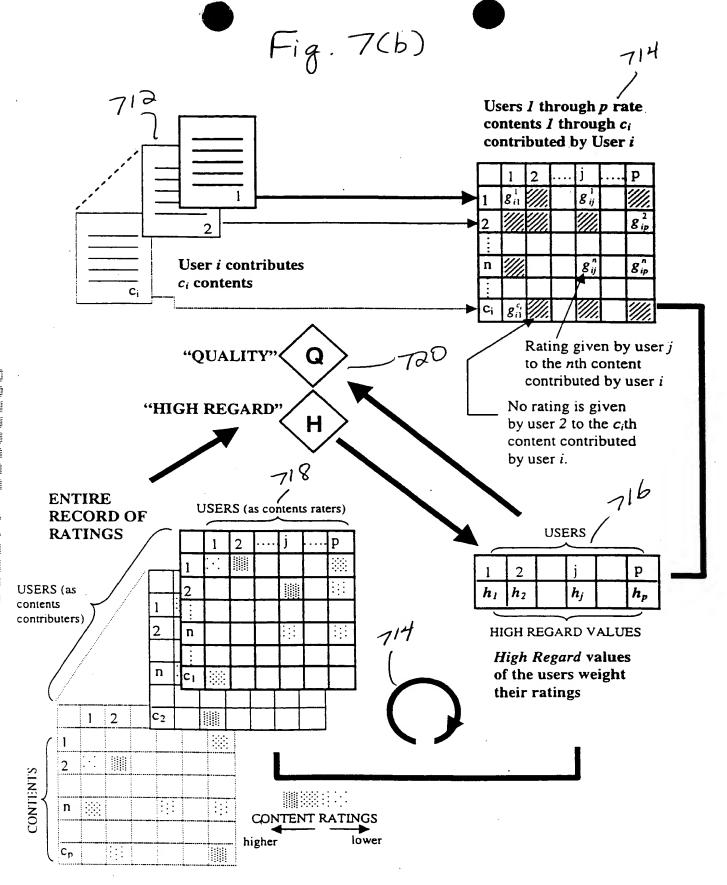
A user's Expertise value is affected by how other users rate the items he contributes (but not by the Expertise value of those users)

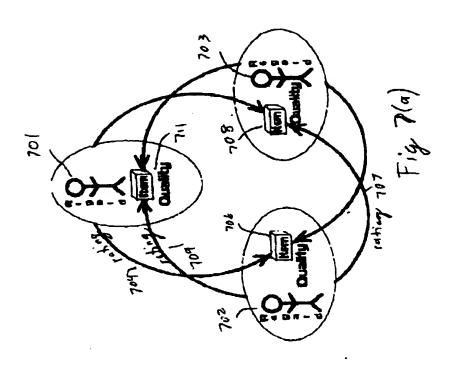
Fig. 6(a)

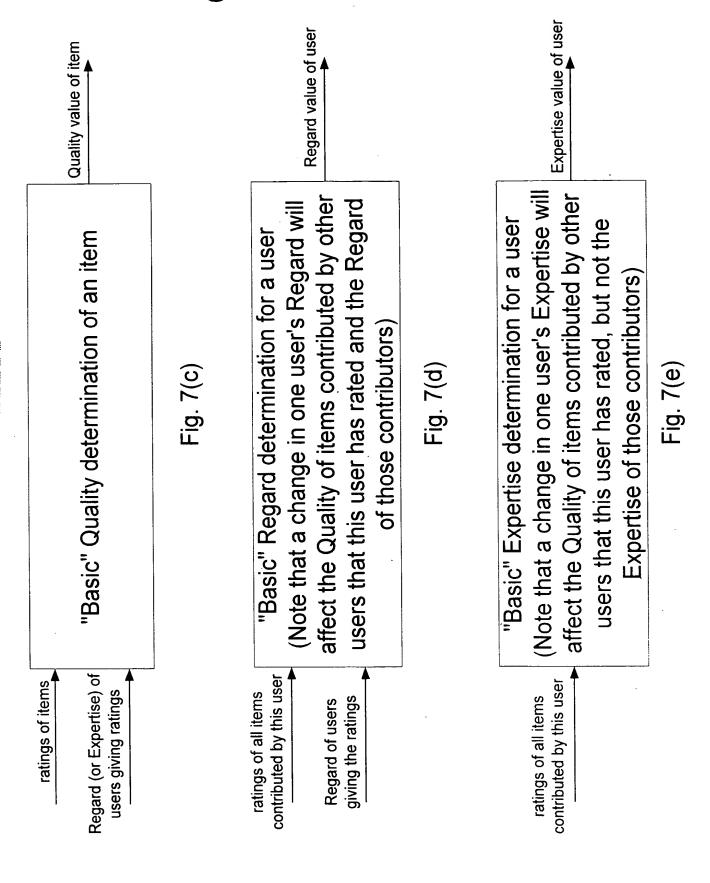


A user's Expertise value is affected by how other users rate the items he contributes (but not by the Expertise value of those users)

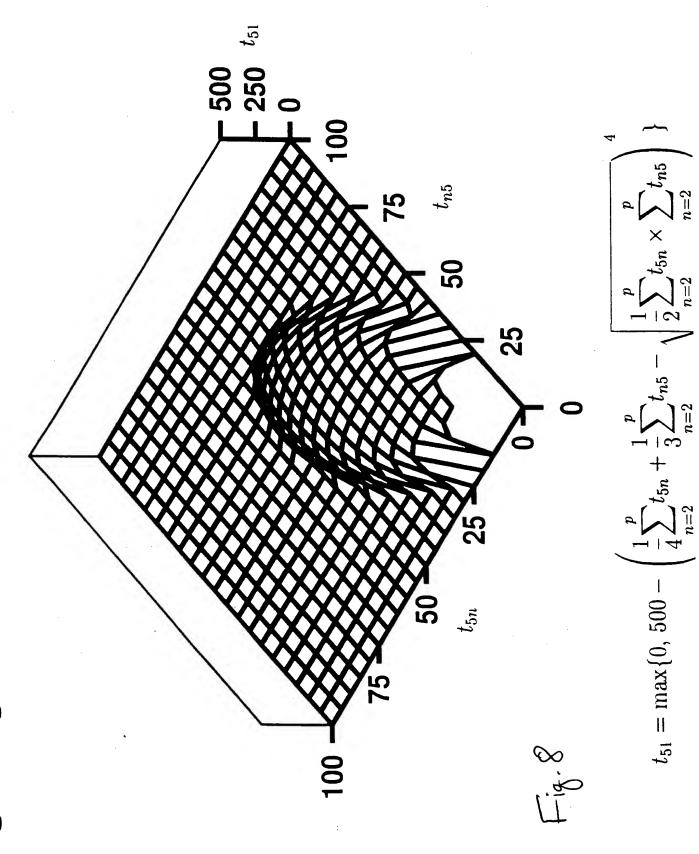
Fig. 6(b)

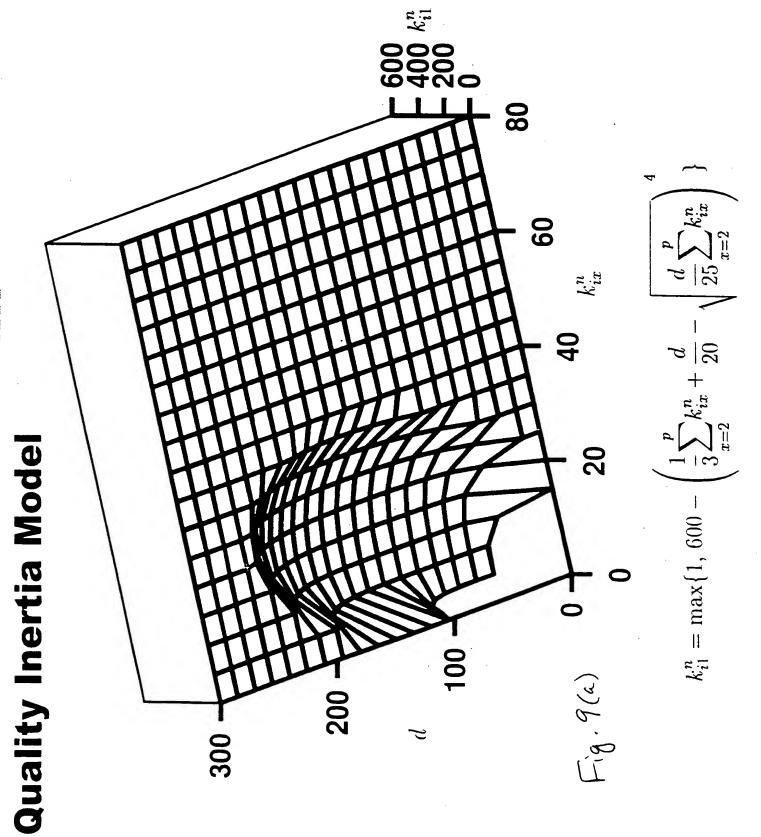




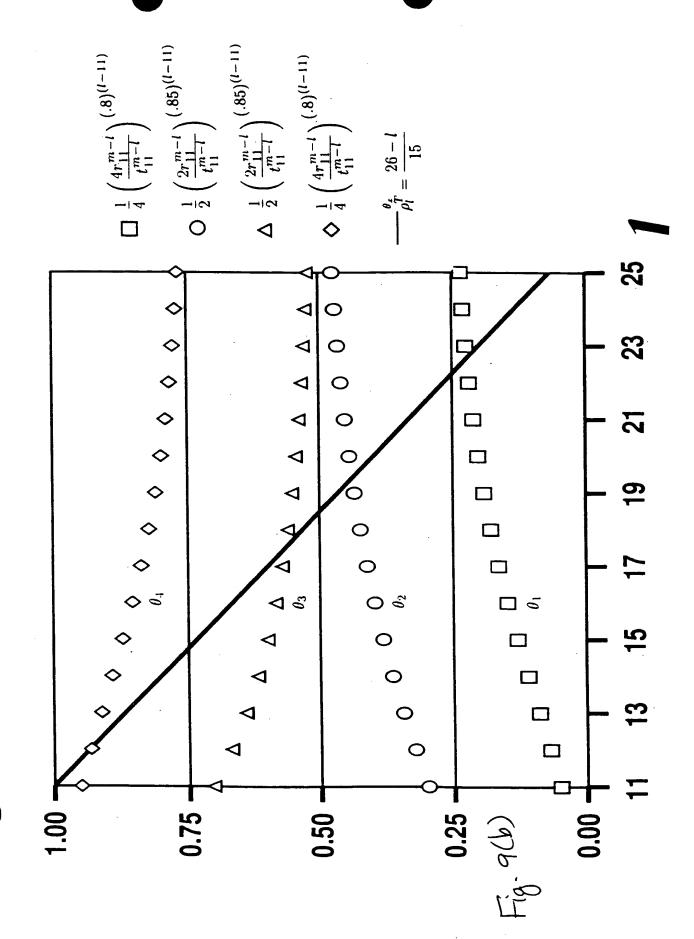


High Regard Inertia Model





Segmented Decay Model



Sample High Regard Data Set

1003

	Sample User Data
uid	User
1	gordon@cole.com
2	larry@marso.com
3	dale@cooper.com
4	laura@palmer.com
5	brian@litzinger.com

1004

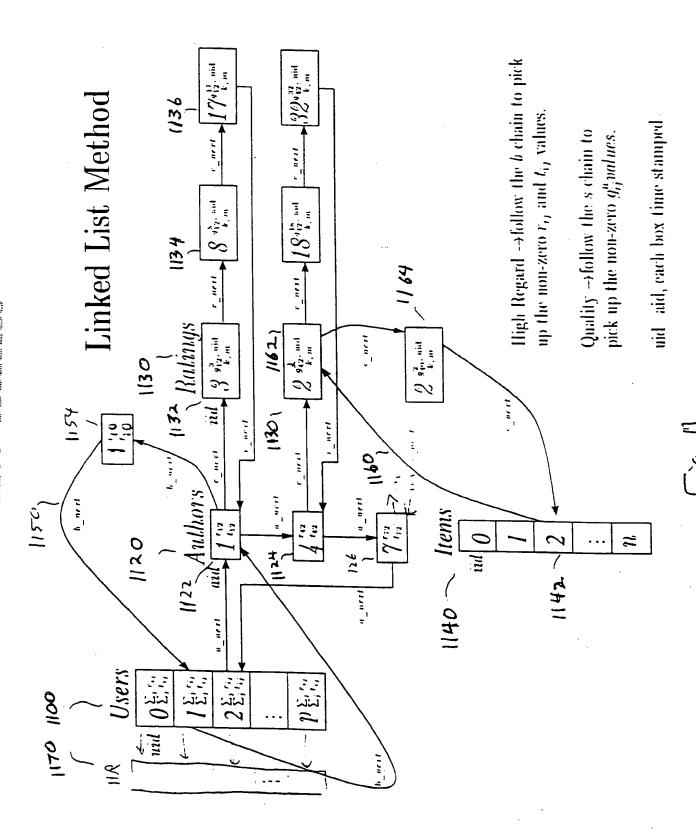
	Samp	le Rati	ng Log
uid	aid 2 3 3 4 4 4 5	iid	rating
1	2	1	0.74
1	3	2	0.95
1 1 1	3	3	0.95 0.95
	4	4	0.71
1 1	4	5	0.71
1	4	1 2 3 4 5 6	0.71 0.71 0.03
1	5	.7	0.03
2	1 1 5	- 8 - 9	0.13 0.13 0.39
2	1	. 9	0.13
2	5	7	0.39
3	l	8 9	0.27 0.27 0.065
3	1	9	0.27
3	4	4	0.065
3	4	4 5 7 10	0.065 0.795 0.795
3	5	7	0.795
3	5	10	0.795
4	2	1	0.92
4	5	7 -	0.92 0.65 0.65
4	5	11	0.65
5	1	8	0.59 0.44666667
5	2	1	0.44666667
1 2 2 2 3 3 3 3 3 4 4 4 5 5 5 5 5 5 5 5	1 1 4 4 5 5 2 5 1 2 2 2 3 4	12	0.44666667
5	2	13	0.44666667
5	3	2 4	0.91
5	4	4	0.03

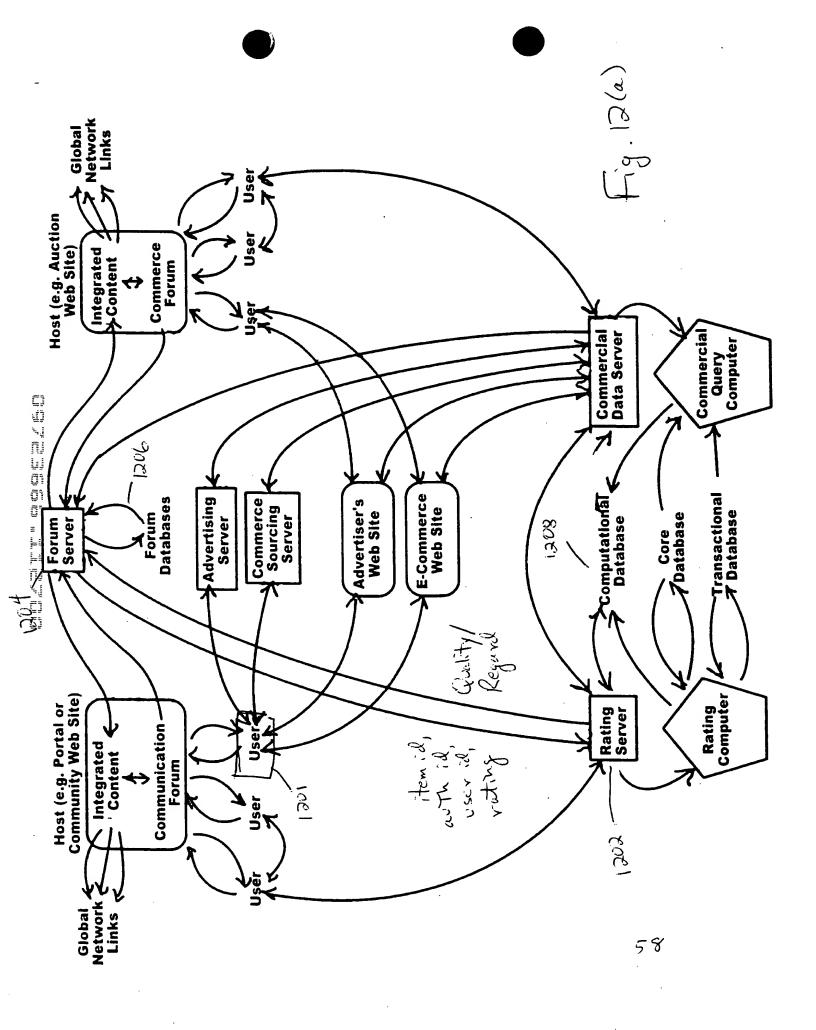
1006

	Sample Output of Hi	gh Regard
uid	User	HR
i	gordon@cole.com	0.285943744159
2	larry@marso.com	0.525147620373
3	dale@cooper.com	0.928946150922
1	laura@palmer.com	0.223508895679
5	brian@litzinger.com	0.635736019429

uid = identifier of person doing the rating aid = identifier of author of item being rated iid = identitier of item being rated rating = rating assigned to item iid by user uid HR = High Regard

Fig. 10





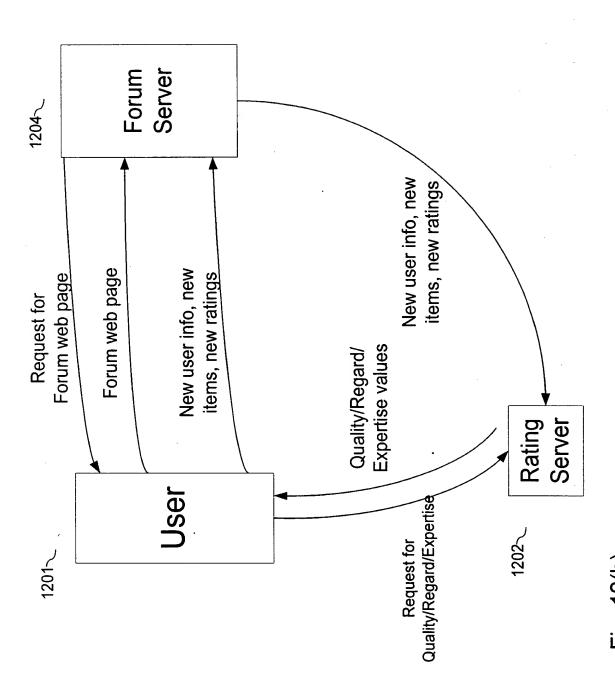


Fig. 12(b)

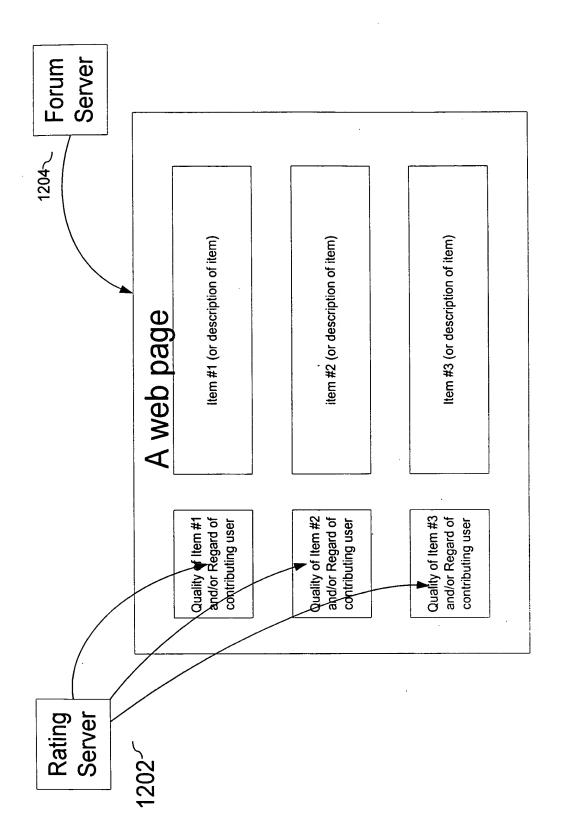
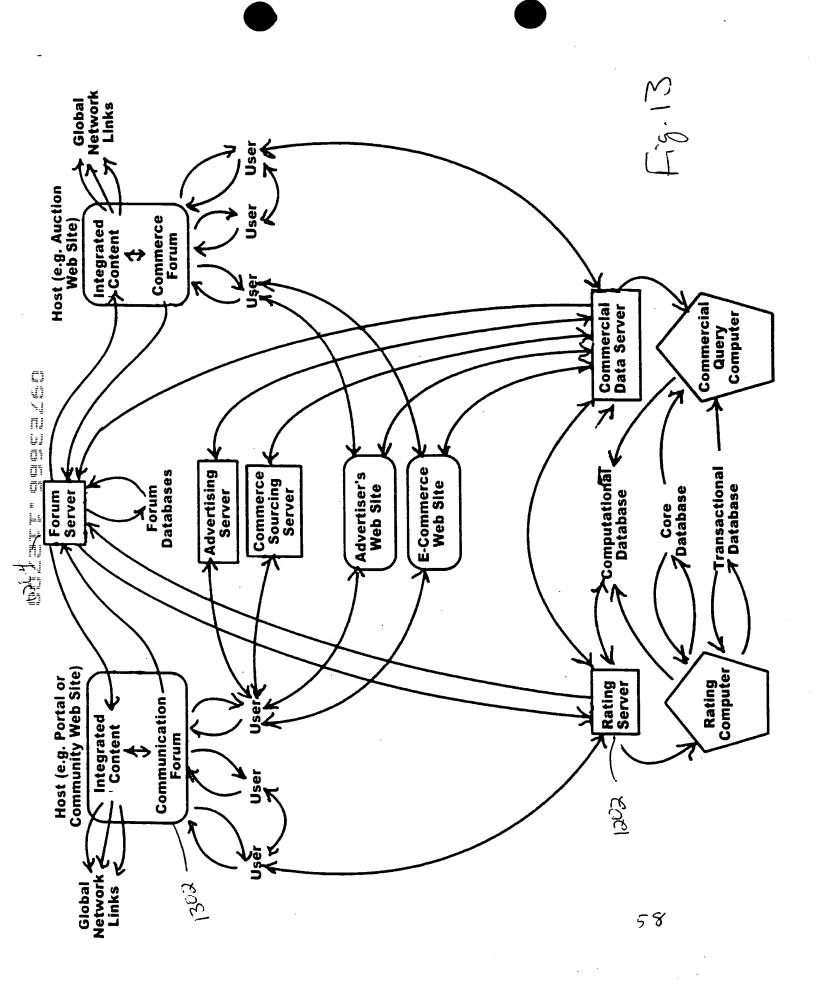
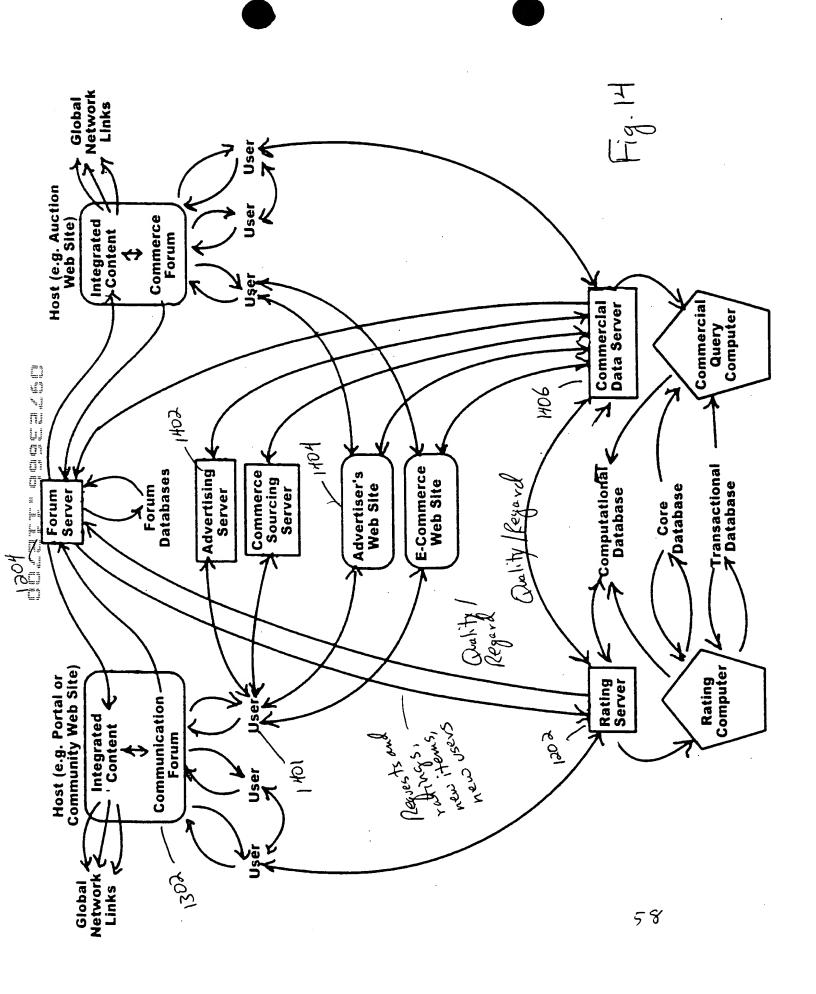
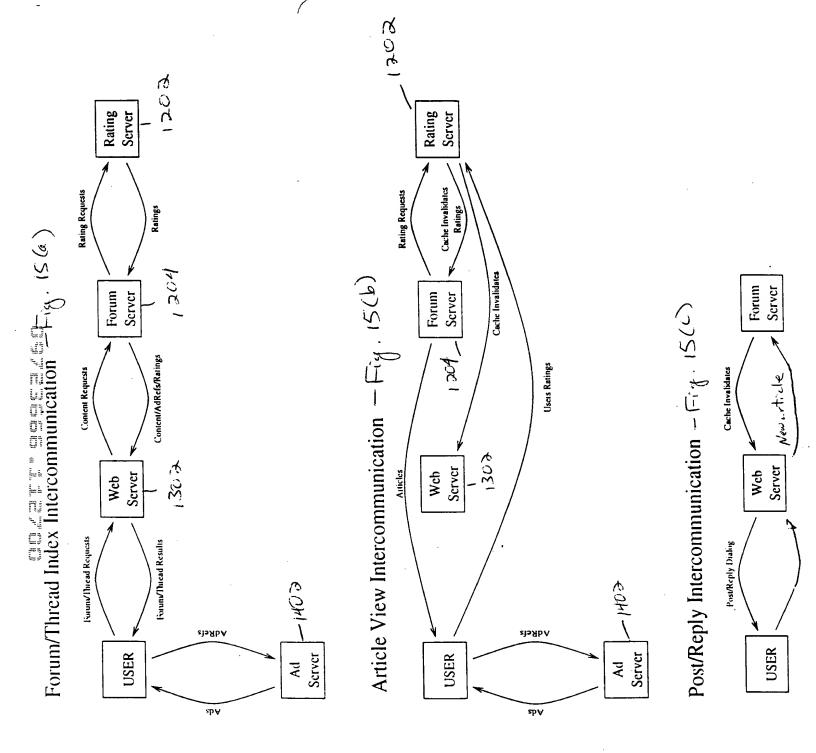


Fig. 12(c)







User Login

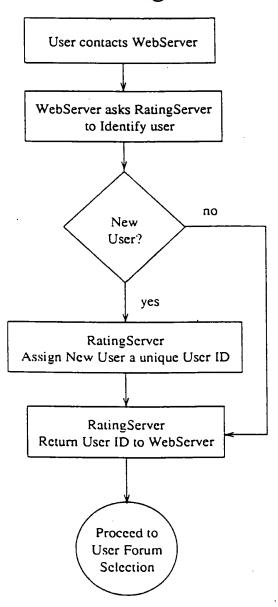
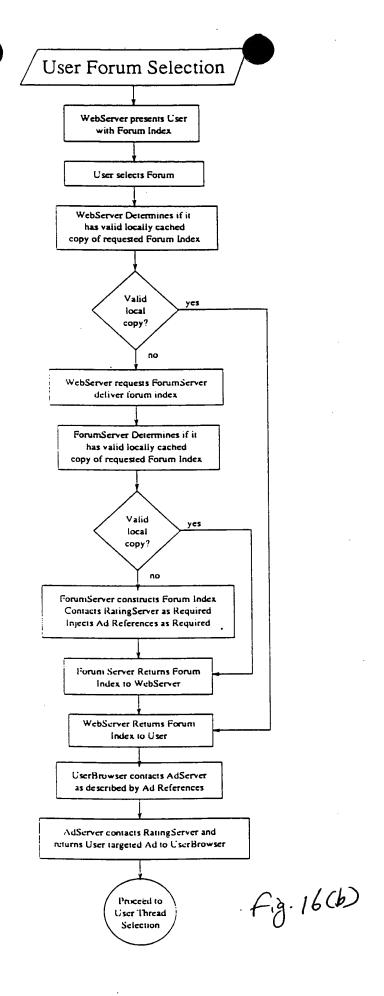
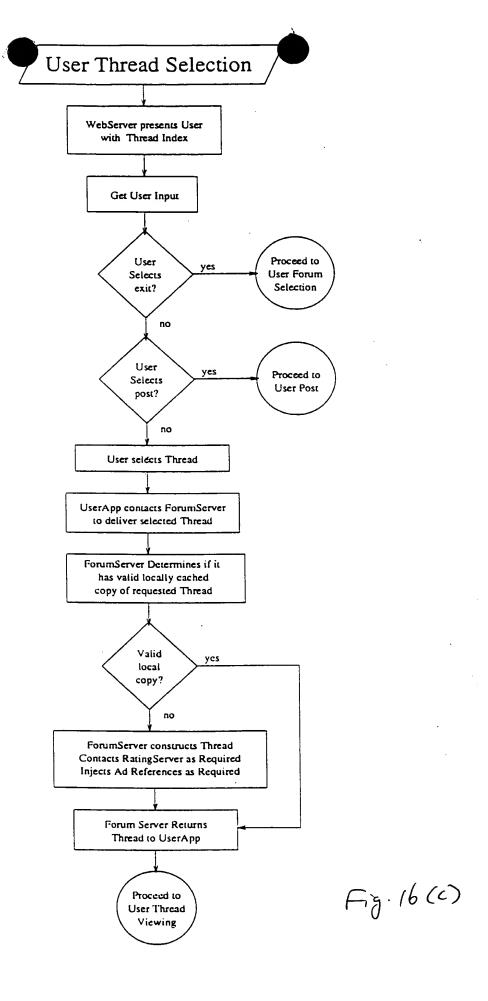
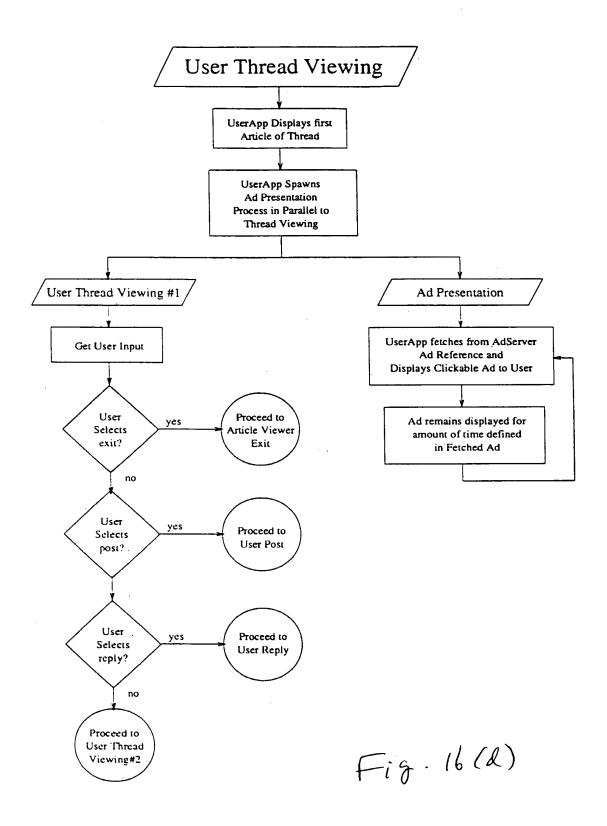


Fig: 16 (a)







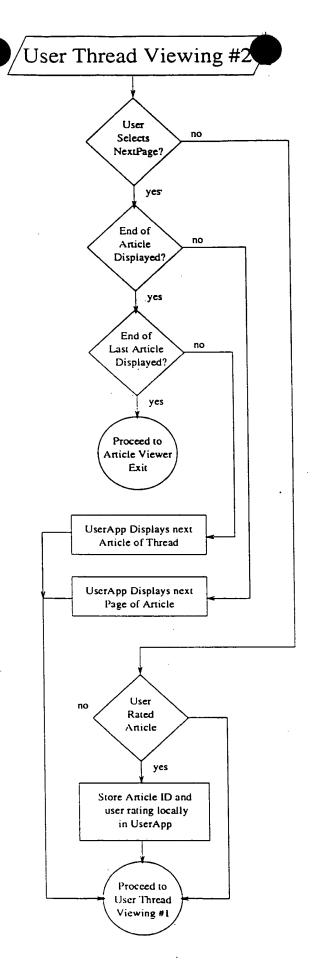


Fig. 16 (e)

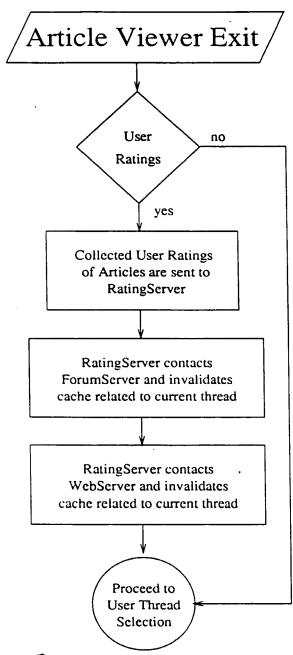
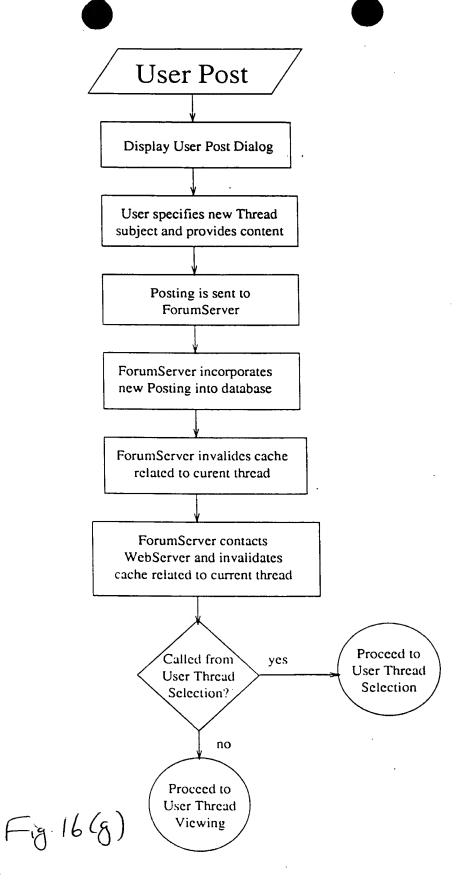
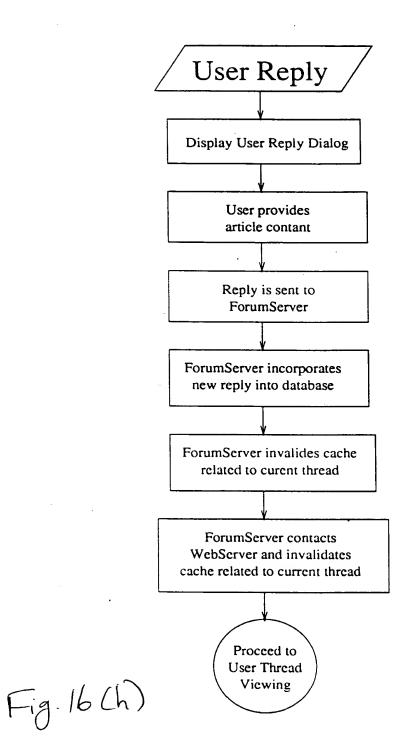
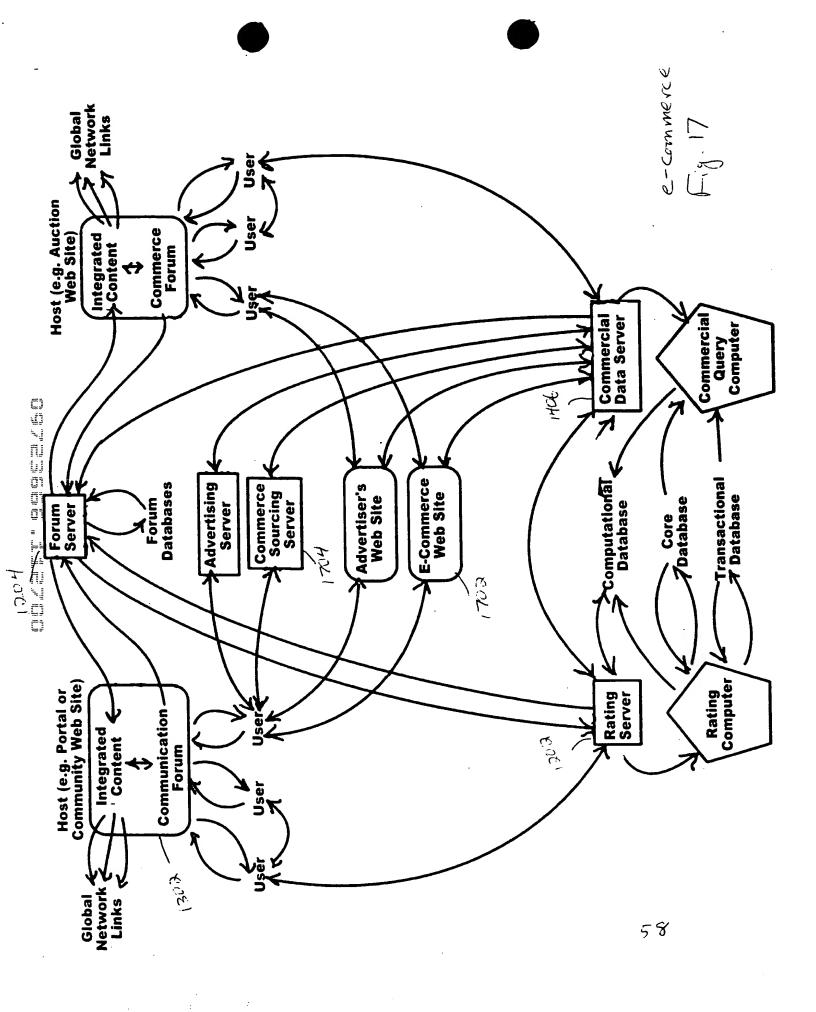
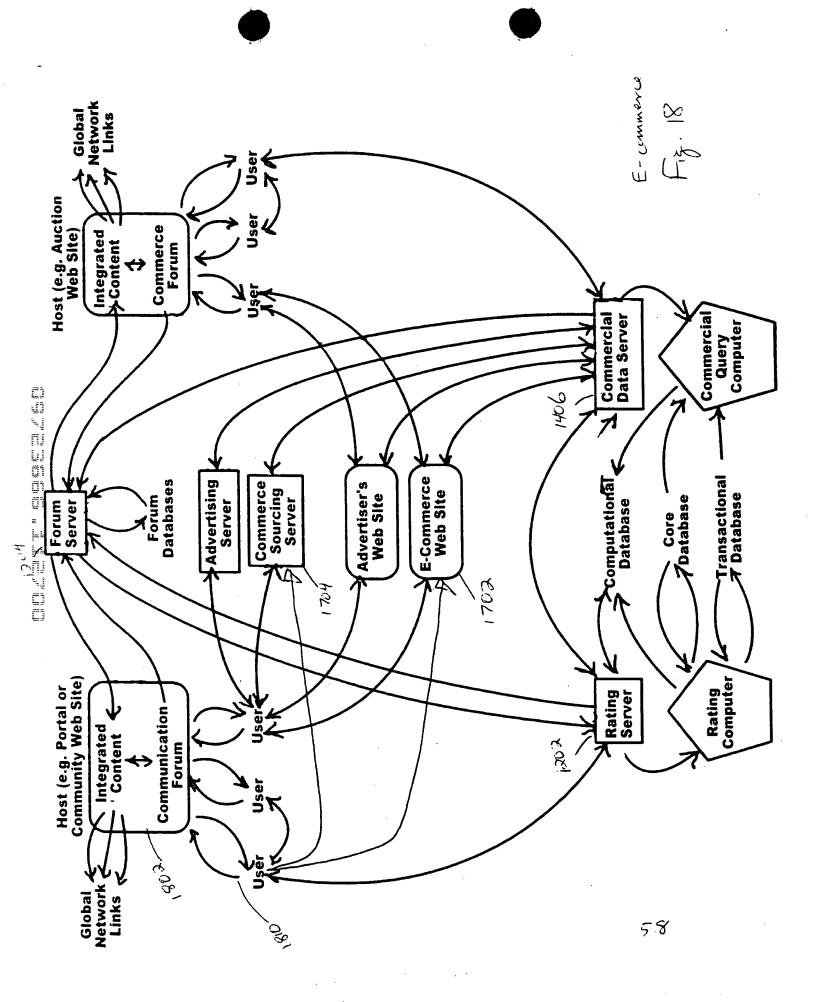


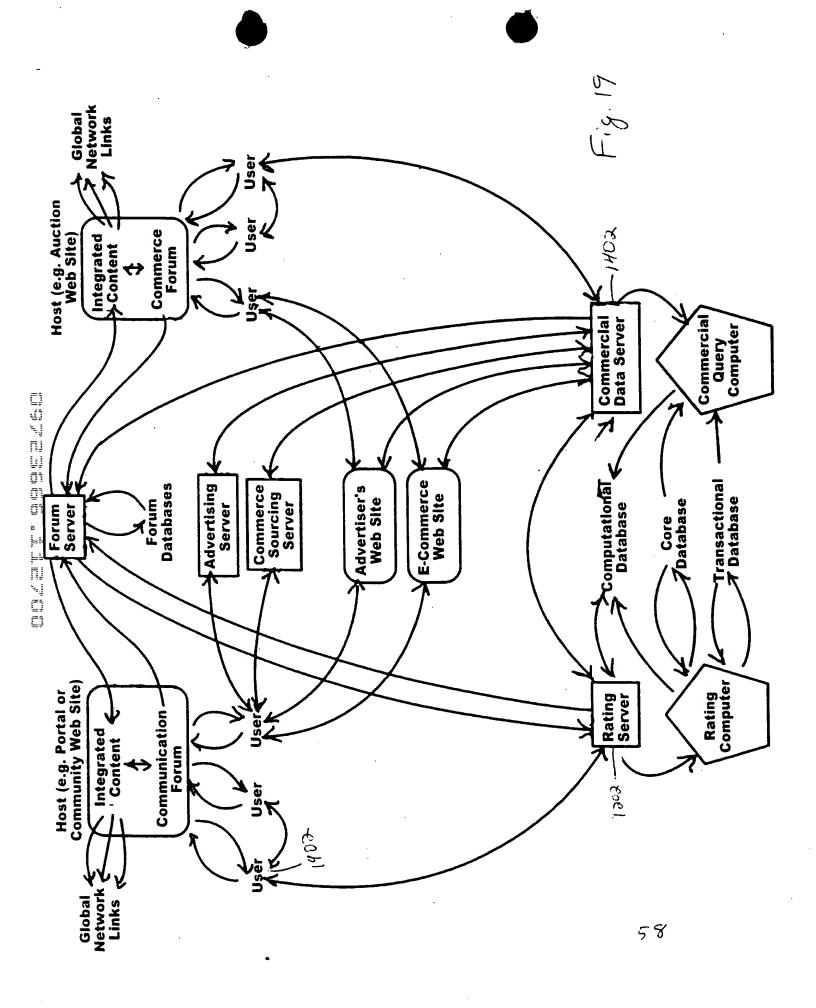
Fig. 16(4)











		Pariod	V 01 D	Adj. Regard	Overlity	Max(A,D)
•	Vouching and Discrediting	-		0.400	ine dia	0.400
Regurd		~	Vouch	0.600	Inorfia	0.600
1 000		60	Vouch	0.700	Inertie	0.700
		4	Vouch	0.850	Inertia	0.850
0.875		ß	Discredi	0.600	fnertia	0.600
0.750		9	Vouch	0.500	thertia	0.800
7630		7	Vouch	0.875	Inertia	0.875
Comm		æ	Discred	0.750	ineria	0.750
- 0050		O	Vouch	006.0	0.600	0.900
0.375		10	Discredit	0 700	007.0	0.700
0.00	•	=	Vouch	0.950	0.650	0.950
7570		12	Discredit	0.600	0.750	0.750
0.125		13	Vouch	0.700	0.700	00.700
		14	Discract	0.550	0.875	0.875
	2 3 4 5 6 7 8 9 (0 11 12 (3 14 18 6	5	Vouch	0.800	0.900	0.900
	Regard of User Considering					
	Whether to Voucir or Discredit: 0.250			· '	(7)	
	Able to Vauch to: 0.250			(a) 07 & +	<u>,</u>	
	Able to Discredit to: 0.750			•		

Fig 206)